

# PONTUS CURTSSON

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## PROFILE

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I'm a DevOps Engineer who believes the best technology emerges from great teamwork and continuous learning. With a diverse background spanning VR development to Kubernetes orchestration, I bring both technical expertise and a collaborative mindset to every challenge. Currently deepening my knowledge through formal DevOps studies while experimenting with cutting-edge tools in my personal homelab. I'm passionate about creating reliable, scalable solutions and thrive in environments where I can both contribute meaningfully and grow alongside innovative teams.

## EDUCATION

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| <b>DevOps</b><br>Chas Academy                                  | 2024 - 2026<br>Stockholm |
| <b>Computer Science</b><br>Royal Institute of Technology (KTH) | 2016 - 2019<br>Stockholm |

## TECHNICAL SKILLS

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Languages: C#, Java, Python, Bash, SQL, C++, Go, C, Lua  
Tools: Git, Linux, Docker, GitHub Actions, GitLab Pipelines, Kubernetes, ArgoCD

## PROJECTS

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### **Homelab** K8s, Helm, Docker, GitHub Actions, ArgoCD, Incus

A homelab kubernetes deployment running on 3 nodes (virtualized) for me to test new tools and learn about server management, networking and kubernetes GitOps. All relevant documentation can be found in this repository or via my GitHub.

### **Dotnet App** GitLab CI, Docker, Portainer

A course project to build and deploy a dotnet app using a React frontend and a Dotnet backend, deployed on a portainer instance. See this folder and repository for relevant pipelines and build tools.

## DEVELOPER - IT

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| <b>Developer</b><br>T3C Consulting AB | 2022 - 2024<br>Remote |
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- Various small scripts for excel and automation
- IT-problemsolving, both software & hardware

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| <b>Developer</b><br>CrashCourse AB | 2018 - 2022<br>Stockholm & Remote |
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- Unreal Engine & Unity development in C++ & C#
- Interaction design with HTC Vive & other VR headsets
- Multiplayer implementation in Unity
- Held training & customer demos using developed tool

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| <b>1st Line Support</b><br>Calabrio | 2014, 2016 - 2018<br>Stockholm & Remote |
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- Managing communication & coordination with customers to provide a good & timely resolution
- Technical support such as updating customer installations, setting up testing environments for bugs etc.